

Pre-computing Streaming Media Payload Method and Apparatus

ABSTRACT OF THE DISCLOSURE

A method for pre-computing a streaming media payload in a server includes

5 receiving a data file from a streaming media server, determining a plurality of data packets from the data file, dividing the plurality of data packets into a plurality of sets of data packets, forming a plurality of data objects, each data object comprising a set of data packets from the plurality of sets of data packets, and storing the plurality of data objects in a server memory, wherein each data object is individually accessible from the server memory.

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